THE RISE OF ARONDOS

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PROPHECY OF THE FIRST-BORN

"Beware the bird that turns, for it shall lead the trio and open the path in the storm. May it not succeed or the other birds shall fall. And regard the First-Born, the child of the Scarlet Matron and the Warlord Slayer, for this is the chosen one who will light the seven flames of the Candelabra and bring the Order to an end."

– The prophetic vision of Valgur, the "Blind Buzzard" Chief telemage of The Order of the Talon

THE MAD WIZARD'S EXPULSION

And so The Order of the Talon decided to find and execute the elusive First-born. Hekl "The Mad Crow" not only opposed the Order's plot but was seen as a threat. He was expelled from the Order. His recent dabbling in ancient scripts and potions was also deemed as too ambitious. Hekl fled to his home in the woods. Amondus would plan his new strategy...

"I shall build an army. The land of Prim must be taken before the outer regions."

THE RISE OF AMONDUS

"Hekl must fall. The power of the Elderwood shall be drained. The spirits of the Primwoods shall be silenced. The will of goblins broken. I shall cast it forth... the forbidden spell!"

Valgur expresses concern. "Cast not the Veil of Evil, for one cannot control it."

"There is no other choice. He must be stopped and the prophecy ended."

Thus the spell was chanted. "Let the incursion begin!"

PREPARE FOR YOUR INVASION!

THE RISE OF AMONDUS is a horizontal scrolling shooter with a unique collectables element. Guide the summoner "Amondus" through each stage avoiding hazards, destroying foes, and capturing goblins to build his army. Once the required number of goblins is reached, Amondus will face-off against the level champion before advancing to the next challenge. The game also features a 2-player simultaneous mode and points system. There are unlimited continues. Game is won after completing all 4 stages.

PLAYABLE CHARACTERS

AMONDUS - "The Silent Owl" A powerful archmage and summoner. His magic robes allow free-flying and stealth camouflage.

CHARWIT - "The Ultimate Gain of Strength!" The phoenix and familiar of Amondus. Shoots fire and flies through obstacles.

RANT - "The Untrusted" leader. In return for his assistance, Amondus offered the gargoyles full underworld control.

BASIC CONTROLS

Moves Amondus in 8 directions.

Steers reticle in 8 directions. (Hold button while moving.)

-When on sides of screen-
Summon up to 3 ravens for basic horizontal attacks.

-In center of screen-
Launches 4 magic missiles as a special attack.
NOTE: Direction of angled shots depends on screen position. (see page 10)

BASIC CONTROLS (continued)

START — Switch between the reticle for Rant or the option helper Charwit.

SELECT — Use to -PAUSE- during game play.

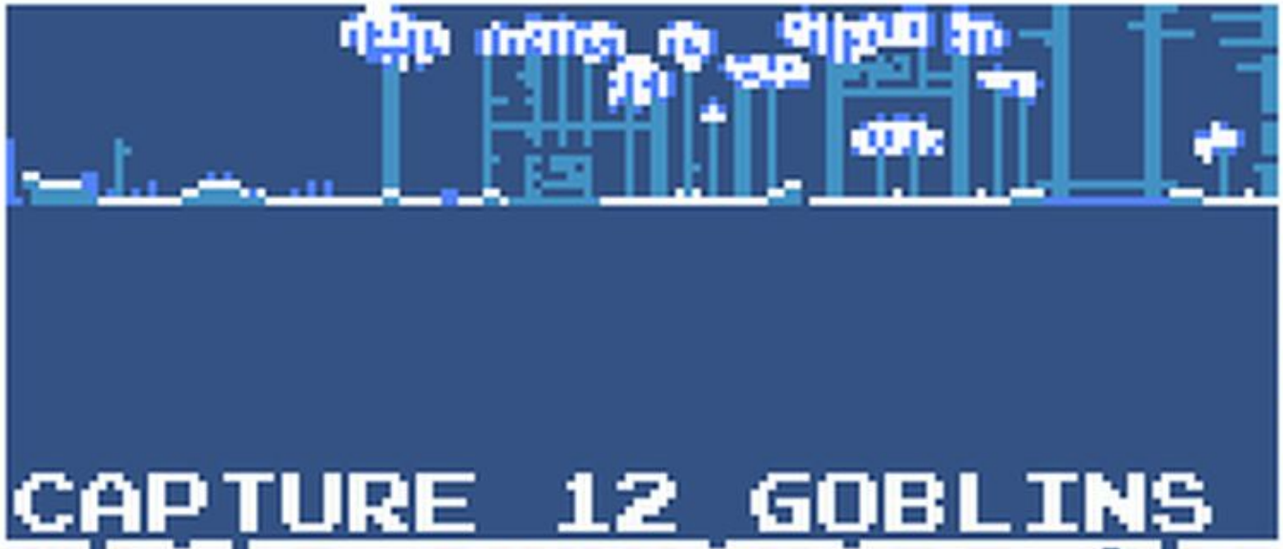
2-PLAYER MODE CONTROLS

SELECT — Press on controller 2 to toggle 2-player co-operative mode.

Moves reticle or second character as Charwit.

Calls Rant as reticle or shoots as Charwit.

COMPLETING THE LEVEL



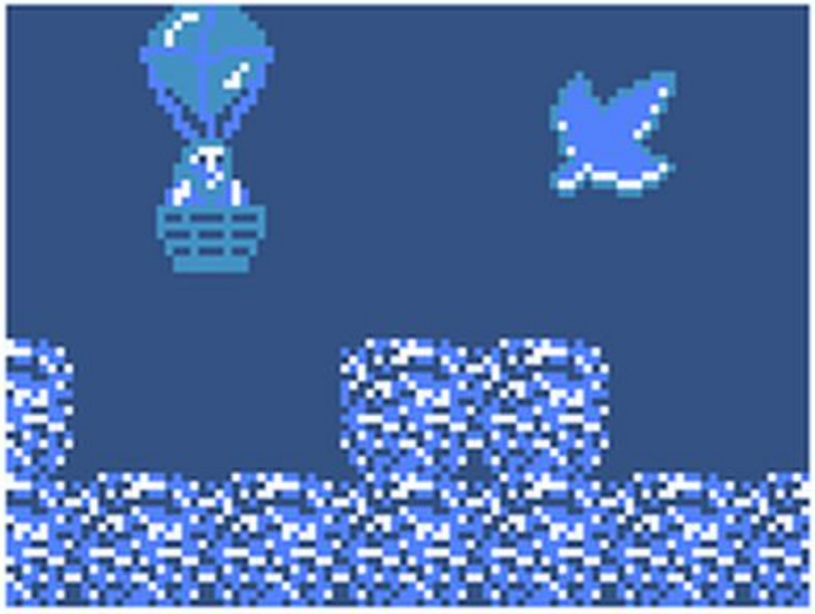
The main objective is to capture the required number of goblins while surviving the dangers in the level. Upon reaching the goblin quota, the player will fight the champion.

Moving the reticle over a goblin makes an audible lock-on sound. Pushing the B button will call Rant down to carry off the target.

POSITIONS AND ATTACK STANCE

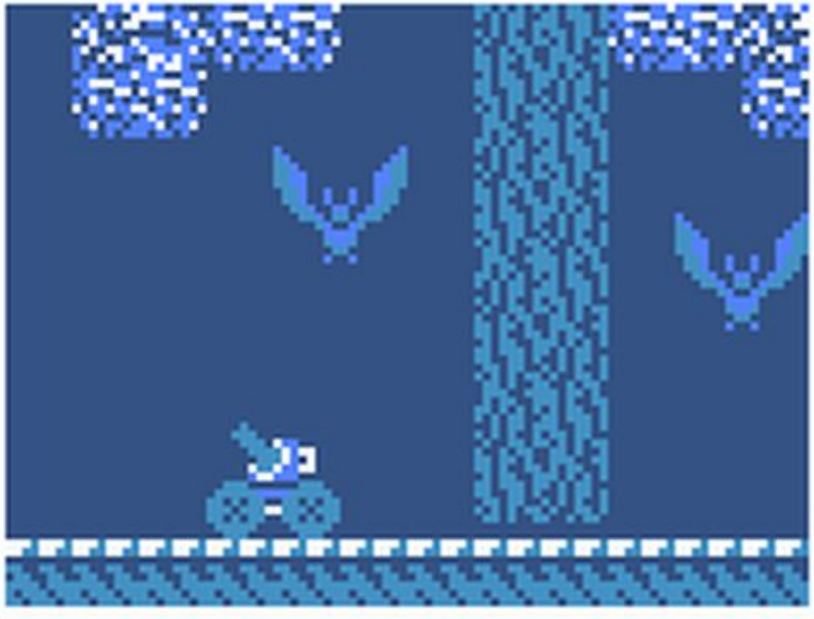
Amondus changes stance and his attack based on the area on screen.

A. Raven shot goes to right.
B. Fires 2 missiles sideways and 2 at downward angles.
C. Fires 2 missiles sideways and 2 at upward angles.
D. Raven shot goes to left.
E. Veil of Evil. Avoid!
NOTE: Magic missiles do 3x damage, but are delayed.



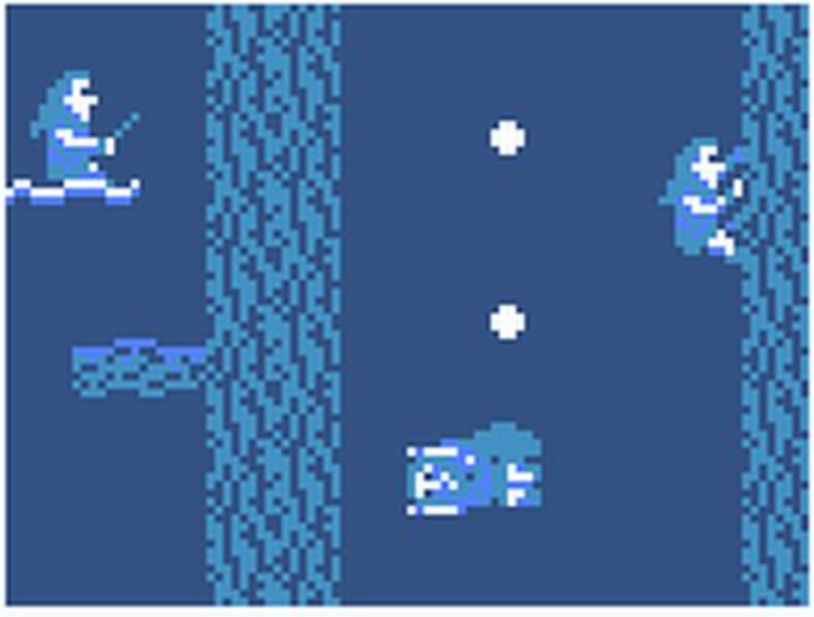
CANOPY
Level 1. High above the tree-tops, Amondus invades! Flying debris, winds, and goblins on balloons await.

BRIDGE
Level 2. A long wooden crossway among the tree-trunks. Goblin turrets, mages, and wild bats line the path.



GRAVEYARD
Level 3. The eerie cemetary is protected by ghosts, magical tombstones, and the spectre knight Kyr.

ELDERWOOD
Level 4. The final stretch before a show-down with the legendary tree. Prepare to face everything!



SCOUT
Runs all around to look for trouble.

BALLOONER
Floats in air and drops on any foes.

CLIMBER
Scales up trees and attacks close by.

SUPER
Dons cape and hurls self at target.

DISGUISED
Cowardly. Tries to hide via costume.

MAGE
On flying carpet. Wields a tri-wand.

PRIMLEAF
Huge with razor-sharp edges.

TORNADO
A strong wind that can block magic.

BAT
Erratic flying creature of night.

TURRET
Goblins' cannon. Launches spears.

GHOST
Near in-vincible graveyard guardian.

GRAVESTONE
Emits the spirit skulls as defense.

XECROM'S STORM
Cloud of the demigod's image that attacks with lightning, wind, and acid rain.

EYE OF PRIM
The chief watcher of the woods. Shielded by a furious cyclone of forest debris.

KYR
Supernatural guardian knight of the ancient temple.

THE ELDERWOOD
Spirit of the sacred tree. The grand protector of the Primwoods. The final target.

POINTS AND SCORING SYSTEM

PRIMLEAF	50
BALLOON	50
GOBLIN BALLOONER	100
GOBLIN SCOUT	100
GOBLIN CLIMBER	500
GOBLIN MAGE	500
SUPER GOBLIN	200
BAT	100
LEVEL CHAMPION	5000
Capture GOBLIN	1000

An extra life is granted at 20,000 points. Next life at reaching 50,000 points. Additional lives are gained every successive 50,000 points.

ADVICE FOR THE EVIL TYRANT

- Rant will recover faster when targeting goblins at the top of the game area.
- Before moving the reticle, try to find a safe spot for Amondus to be idle. He can still summon ravens.
- Summon Charwit during parts of the game that do not have goblins to bring your firepower to the max.
- It's always best to avoid shooting goblins. Score more points by capturing.
- Communication between players is the key to winning 2-player assaults!

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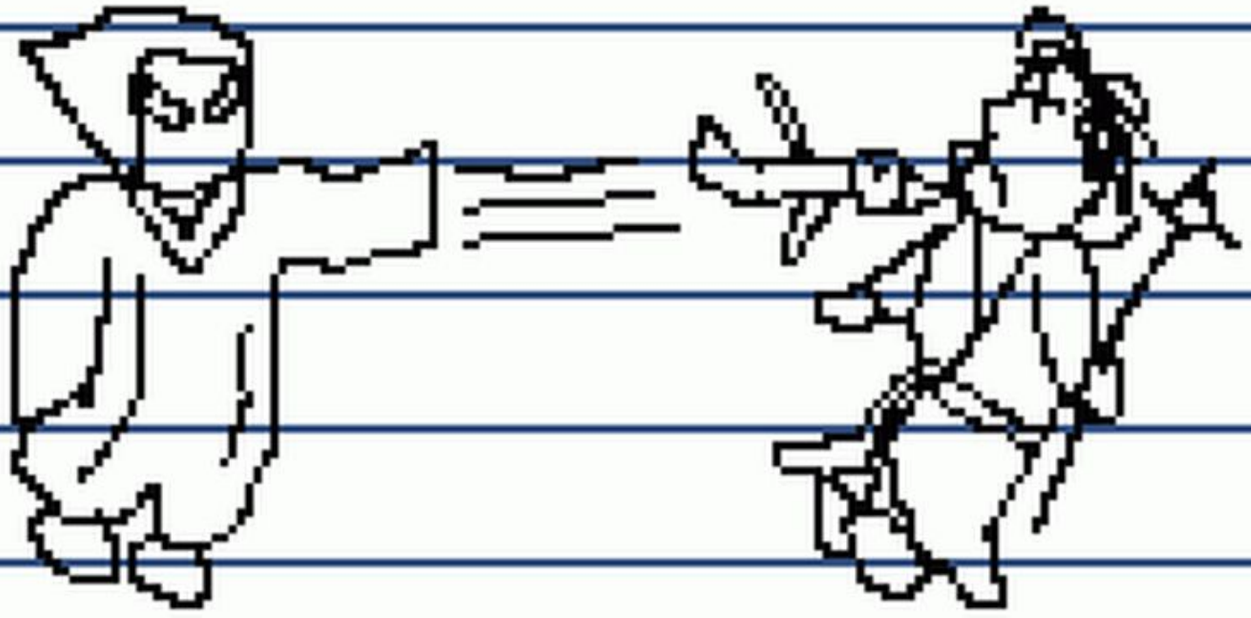

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